NICK JR.

DORA the EXPLORER™

Dora Saves the MERMAIDS

2K play

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

Pan European Games Information (PEGI) Age-Rating System

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION

For further information visit **http://www.pegi.info**

SLES-55112

1 or 2 Player • Memory Card (8MB) (for PlayStation®2): 144KB minimum • Analog control compatible: analog sticks only

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Table Of Contents

Getting Started 2

Game Controls. 3

Main Menu 5

Pause Menu 6

Options Menu 7

Select Profile Menu 7

Saving and Loading 8

Mermaid-Magic Helper Feature 8

Your Mermaid Mission 10

Crown Gems 11

Explorers 12

Interactive Objects. 14

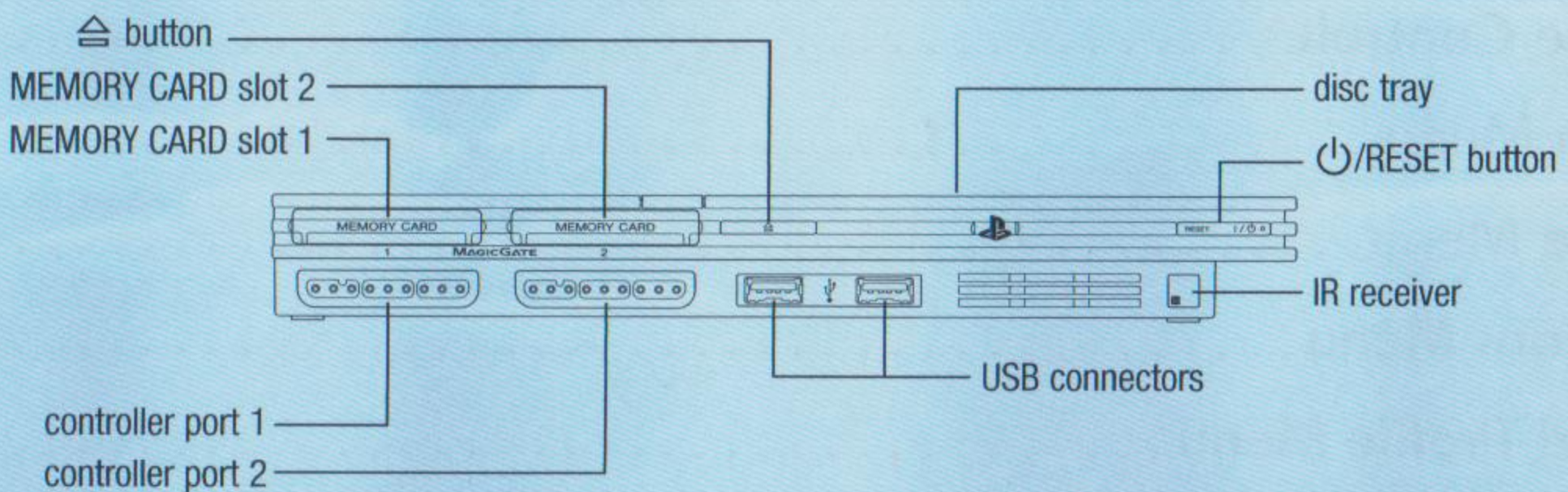
Adventure Locations 15

Credits 17

Warranty. 21

Technical Support 22

Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned **ON**. Press the ⏻/**RESET** button. When the ⏻ indicator lights up, press the ⏏ button and the disc tray will open. Place the Dora Saves The Mermaids disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Attach game controllers and other accessories, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card **(8MB) (for PlayStation®2)** into **MEMORY CARD slot 1** of your console. You can load saved game data from the same memory card **(8MB) (for PlayStation®2)** or any memory card **(8MB) (for PlayStation®2)** containing previously saved games.

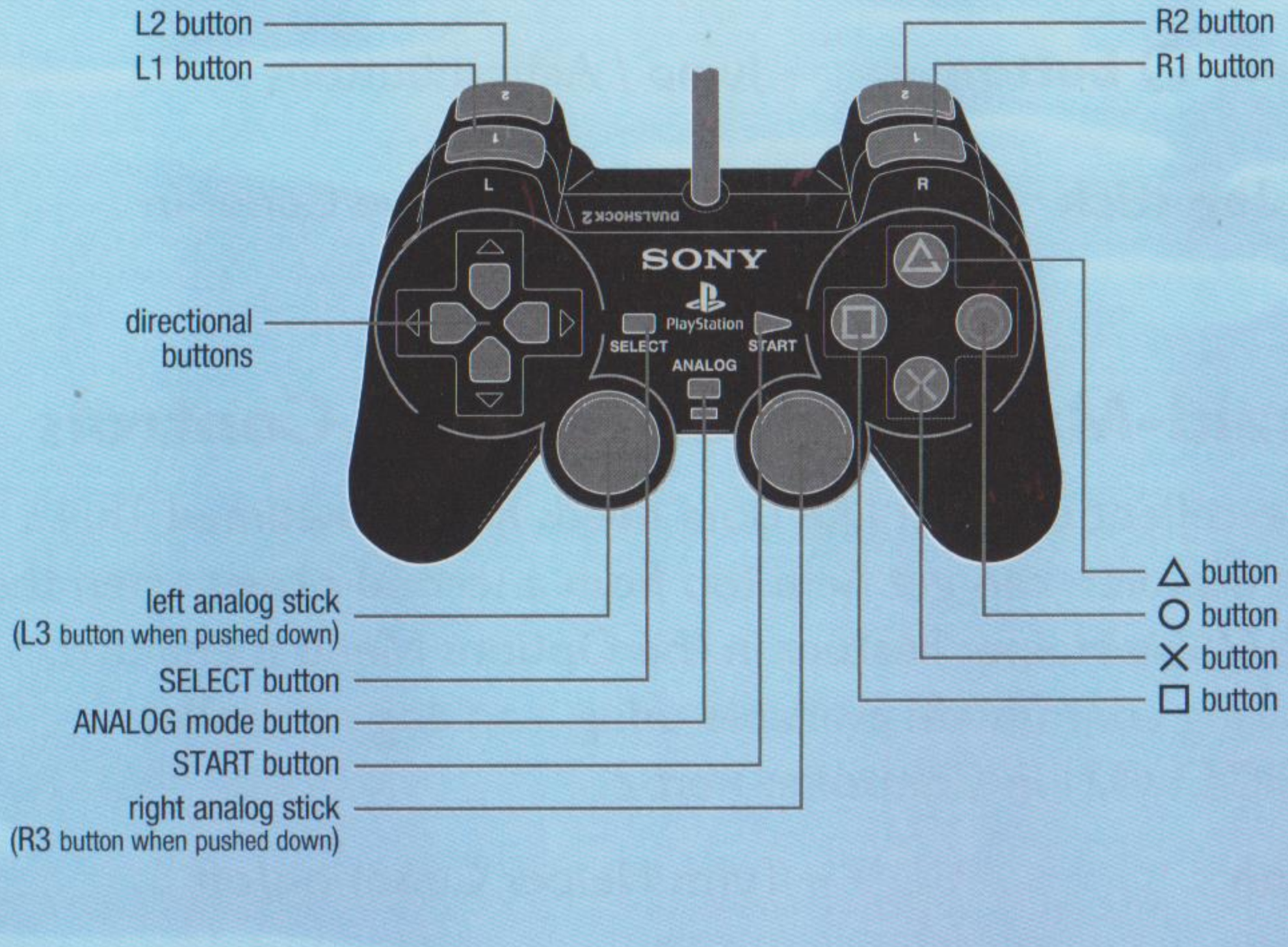
NOTE: It is advised that you do not insert or remove accessories once the power is on.

NOTE: Make sure there is enough free space on your memory card **(8MB) (for PlayStation®2)** before commencing play.

Select your preferred lanuguage from the Console's System Configuration menu.

Game Controls

Analog Controller (DUALSHOCK®2) Configurations



NOTE: This title does not support the digital controller.

Menu Controls

Directional buttons – Highlight Selection / Adjust Setting(s)

Left analog stick – Highlight Selection / Adjust Setting(s)

× button – Confirm Selection / Accept

△ button – Cancel Selection / Return to Previous Screen

Gameplay Controls

START **button** – Start / Pause / Return to Game

× **button,** □ **button,**

△ **button,** ○ **button** – Jump / Action buttons

Left analog stick – Move Dora (Move Cursor in Mini-Missions)

Mermaid-Magic Helper Feature Controls

Even an excellent explorer like Dora needs help sometimes! That's why little explorers can get help too from a second player when the Mermaid-Magic Helper Feature in the Options Menu is enabled. The following controls are available using a analog controller (DUALSHOCK®2) in Controller Port 2.

× **button** – Turns Helper Cursor on/off

Left analog stick – Moves Helper Cursor (activates cursor if invisible)

□ **button** – Plays encouragement for the player from Boots

○ **button** – Makes the Helper Cursor flash. Press again to stop the flashing.

□ **button** – Makes Boots jump

Main Menu

You'll see this menu screen after you've selected a profile. From here, you can choose from the following five options:

Play

This starts your adventure. You will start with your last saved location. If there is no prior saved location, you will start at the very beginning of the adventure.

Load

This option will allow you to select a different profile. If you don't wish to play the profile you selected initially, you can change to another profile here. If more than one explorer is playing, please make sure that each explorer selects his or her own profile so his or her progress will be saved.

Locations

Each location becomes unlocked when you travel to it in your adventure. Selecting this option allows you to go directly to any unlocked location and play through it again.

Options

Select this option to adjust various game settings. See the Options Menu section for additional information.

Credits

This will list all the people who helped Dora Save the Mermaids!

Pause Menu

During your adventure, you can press the START button at any time to bring up the Pause Menu and pause the game. This feature is not accessible in mini-missions. From the Pause Menu, you can select the following options:

Resume

Resume the game where you left off.

Restart

Restart the game from the beginning of the current location.

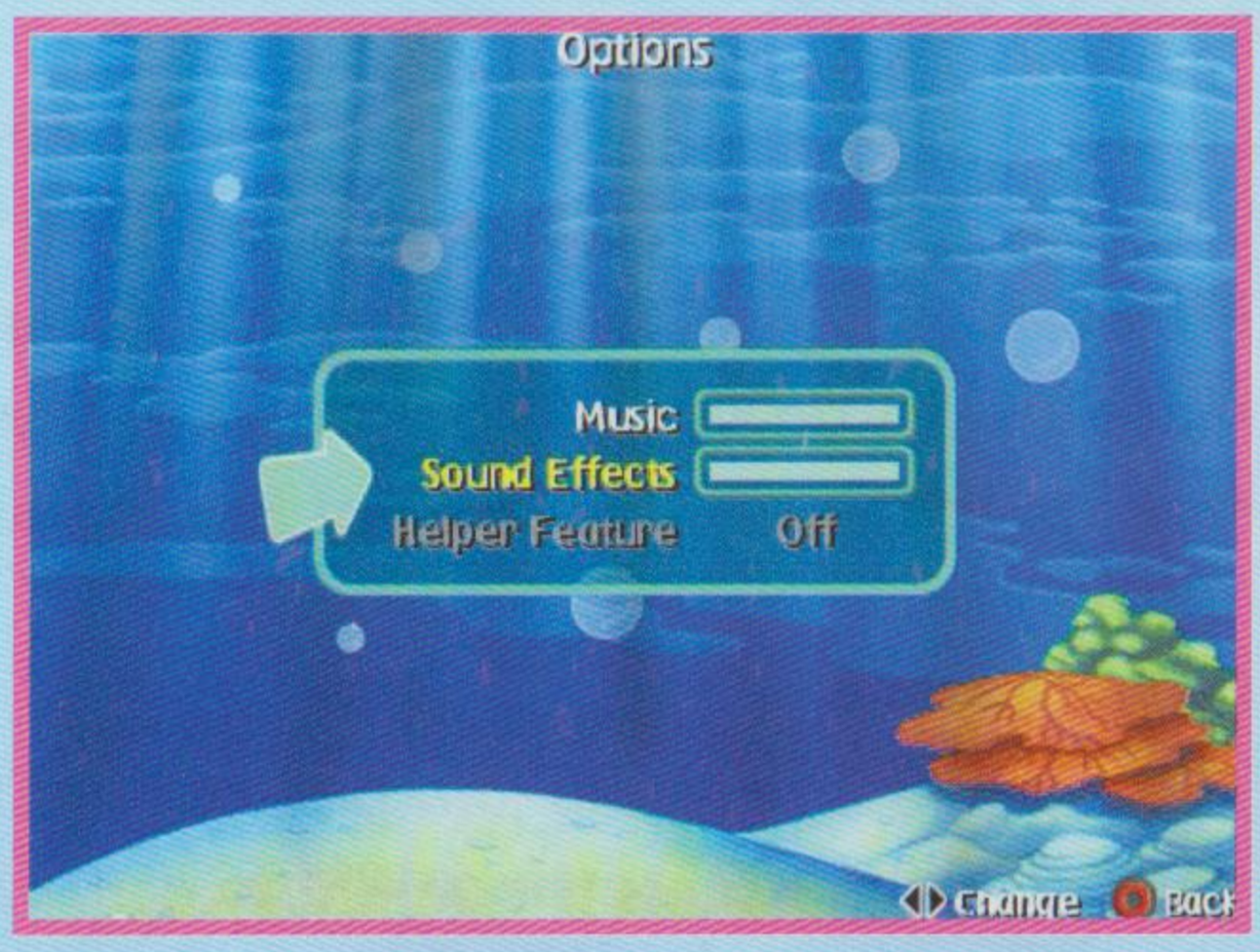
Options

Opens the Options Menu to adjust various game settings. See the Options Menu section for additional information.

Exit

Exit the current game and return to the Main Menu.

Options Menu



Music

Adjusts the volume of the music playing in the background of the game.

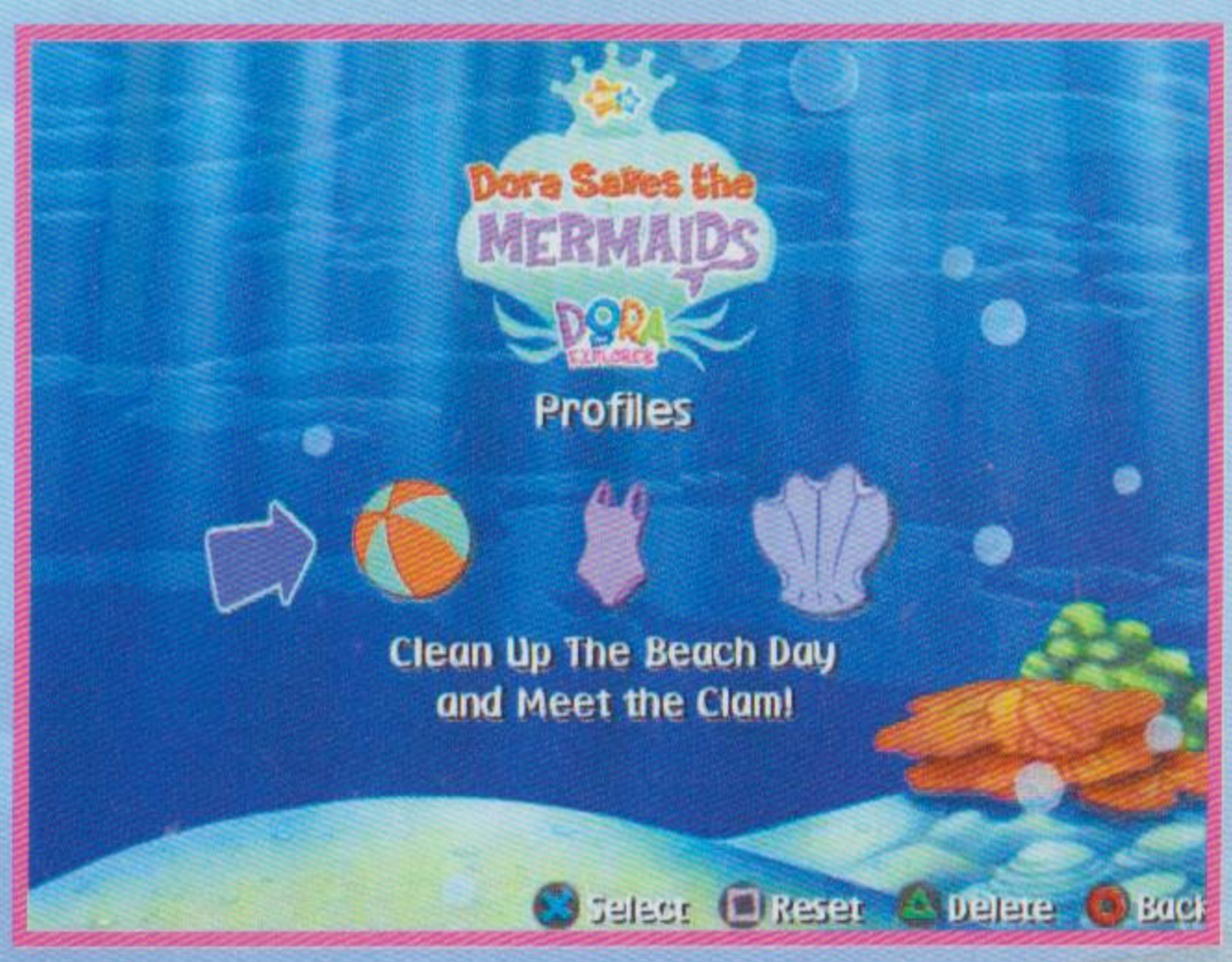
Sound Effects

Adjusts the volume of the sound effects and dialogue in the game.

Mermaid-Magic Helper Feature

Turns the Mermaid-Magic Helper Feature on/off.

Select Profile Menu



If you have a memory card (8MB)(for PlayStation®2) inserted into MEMORY CARD slot 1, you'll go right to the Select Profile Menu when you start the game. You can also go to the Select Profile Menu from the Main Menu. Once here, use the directional buttons to select the profile you wish to load. Select an empty slot to create a new profile. Selecting a slot containing a profile gives you the option of either creating a new profile in that slot or loading the one already there. If there is no memory card (8MB) (for PlayStation®2) installed containing *Dora Saves the Mermaids* game data, you will be asked to insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1.

Saving and Loading

Saving

At the end of each level, you will be asked if you want to save your progress. This feature will require a memory card (8MB)(for PlayStation®2). More information about the memory card (8MB) (for PlayStation®2) can be found in the memory card (8MB) (for PlayStation®2) section of this manual.

Loading

The Load Game Menu can be accessed from the Main Menu. Once here, you can access the memory card (8MB)(for PlayStation®2) where you saved the game.

Auto-Save

After you select an existing profile or create a new one, you will be asked if you would like to enable auto-saving. With this feature enabled, your adventure will automatically be saved at the end of each level.

Mermaid-Magic Helper Feature

Dora Saves the Mermaids has a special Mermaid-Magic Helper Feature that allows a second person to give little explorers a helping hand by pointing out things on screen or triggering encouraging phrases.

The Helper Cursor

If a second analog controller (DUALSHOCK®2) has been plugged into controller port 2 of your console, the Mermaid-Magic Helper Feature can be turned on in the Options Menu. With this option enabled, the Mermaid-Magic Helper Cursor can be brought up at any time to help guide the little explorer playing on his or her adventure. Use the cursor to point out needed items or directions on screen.

Mermaid-Magic Helper Controls (In-Game)

START button – Start / Pause / Return to Game

× button – Activate or deactivate the Helper Cursor. The Helper Cursor will time out after 30 seconds if no action is taken.

□ button – Will prompt Boots to encourage the little explorer playing.

○ button – Makes the Helper Cursor flash. Press again to stop the flashing.

△ button – Make Boots jump!

Left analog stick – Moves the Helper Cursor anywhere on the screen during mini-missions, puzzles or standard game play. Use the on-screen cursor to point to particular items of interest or to help guide the player.

Mermaid-Magic Helper Controls (Menu)

Directional buttons – Highlight selection / Adjust Setting(s)

Left analog stick – Highlight Selection / Adjust Setting(s)

× button – Confirm Selection / Accept

△ button – Cancel Selection / Return to Previous Screen

Turning Mermaid-Magic Helper Feature On/Off

Mermaid-Magic Helper Feature options are accessible in two areas.

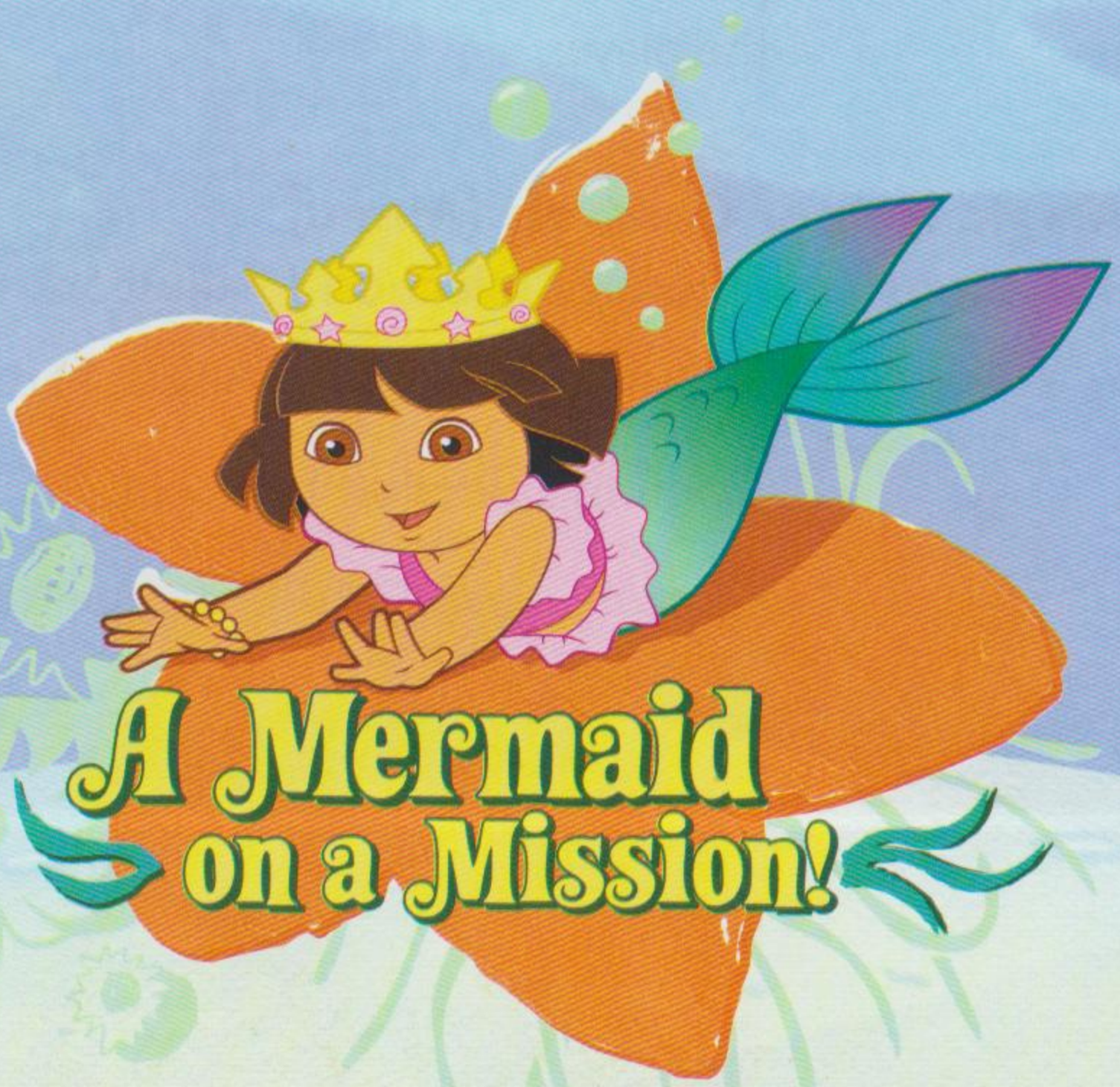
- After pressing the START button, the Mermaid-Magic Helper Feature page will appear.
- In the Options Menu.

Your Mermaid Mission

Get ready for an ocean of adventure as you help Dora and Boots save Mermaid Kingdom from a mean Octopus who's dumping garbage all over it! Normally, Mariana the Mermaid wishes away the garbage with her Magic Crown, but when a big wave takes it from her, she needs Dora, Boots, and YOU to bring it back before her kingdom disappears in the garbage!

Help Dora and Boots dive into a magical mermaid adventure above AND below the waves as they journey to Mermaid Kingdom to return the Magic Crown and save the day. Ready to explore with them?

¡Vámonos! Let's go!



Crown Gems

Collecting Gems

The Magic Crown gets its magical powers from Crown Gems, so Dora must find them! Help Dora gather enough gems to exchange for a Crown Gem at the end of the level. Look for gems along the path and hidden in objects, such as trees or chests. The total number of gems you have collected will appear in the upper right-hand corner of the screen. The counter starts over at the beginning of each level.

To collect a gem along the path, move Dora over to the gem to pick it up. In some cases, you may need to jump on bouncing objects, take slides, or swing on vines to get to the gems. To collect hidden gems, move Dora to the indicated chest, tree, or wherever the gem is hidden. An X button icon will appear. Press the button for Dora or Boots to retrieve the gem.

Adding Crown Gems to The Magic Crown

At the end of each level, you will find a giant treasure chest where you can trade your collected gems for a Crown Gem. Once you get the Crown Gem, match it to the correctly shaped space on the Magic Crown. When done correctly, the Crown Gem will be added to the Magic Crown.

Explorers

Dora

Dora is a young, bilingual explorer who's always ready for an adventure. She'll do anything for her friends ... as long as she can count on help from a friend like you!

Boots

This bouncy, playful, energetic monkey loves to help his best friend Dora on all her adventures!

Map

If there's a place you want to go, Map's the one you need to know! He always knows the best way to help Dora get where she's going.

Backpack

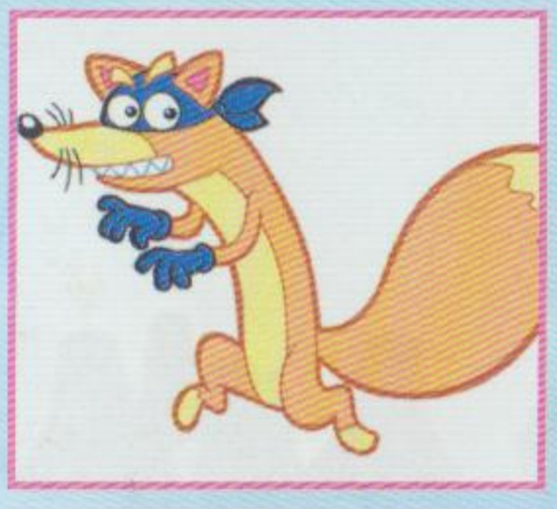
Anything you need, Backpack has inside for you ... which is why Dora never travels without this helpful friend.

Clam

This magical clam opens up to share with Dora and Boots the story of Mariana the Mermaid and Mermaid Kingdom.

Mariana the Mermaid and Friends

Mariana the Mermaid uses her Magic Crown to keep Mermaid Kingdom clean for all the mermaids and mermen who live there. When she loses her crown, she needs Dora's help to get it back!

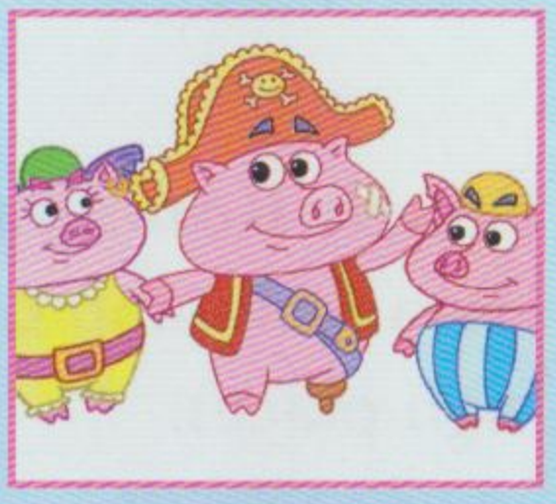


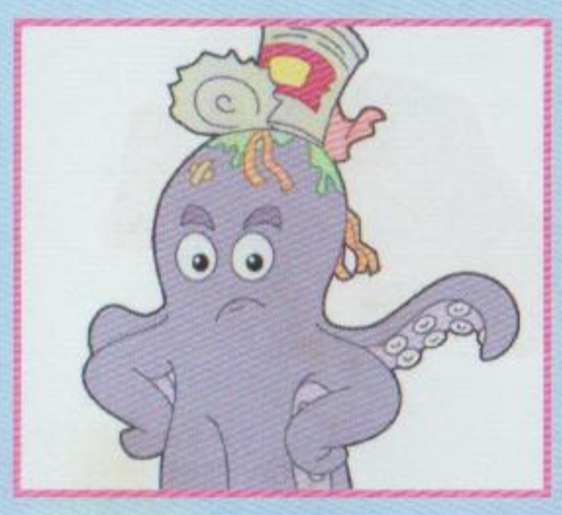
Swiper

This quick, sneaky fox is always swiping things from Dora ... but could his swiping skills come in handy on this adventure?

Pirate Piggies

Pirate Pig and his crew of Pirate Piggies are Dora's seafaring friends that can help you and her get past Pirate Island!





Mean Octopus

This mean Octopus has a garbage barge, and he uses it to dump garbage right in the ocean. Without the Magic Crown to stop him, he can cover Mermaid Kingdom in garbage!

Diego

Diego is Dora's cousin and an Animal Rescuer who can call to animals to help Dora.

Benny the Bull

Benny is one of Dora's strongest friends. He's always ready to help, if he can.

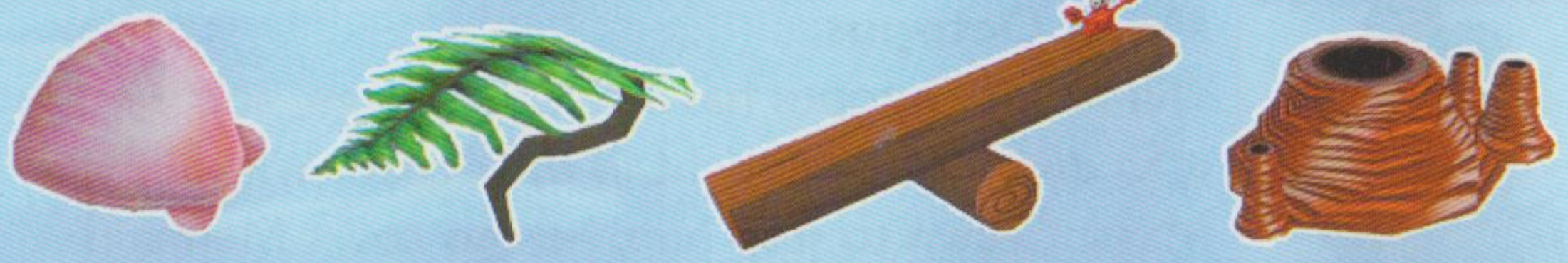
Tico the Squirrel

Tico is a Spanish-speaking squirrel and one of Dora's fastest friends. He's always zipping around in vehicles that can help Dora explore even faster!

Interactive Objects

Beach Bouncers

Dora can jump on these objects to bounce up into the air and reach high places.



Spring Boards and Geysers

Dora can jump onto these and they'll send her across and over obstacles in her path.

Bushes, Banana Trees, Logs and Sea Anemones

Dora and Boots can search these objects to find hidden gems.

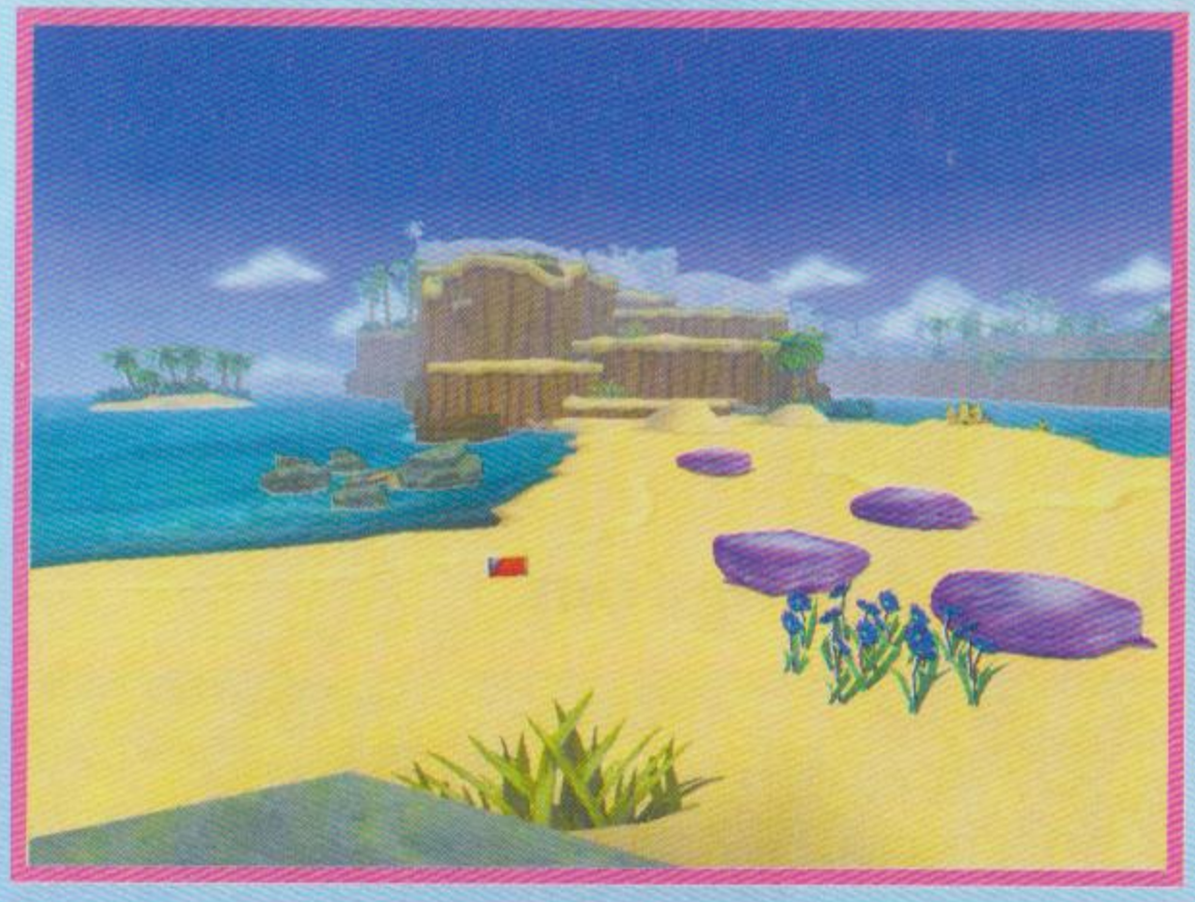
Chests

Boots can help find hidden gems by jumping right into these treasure chests.

Adventure Locations

¡Vámonos! Help Dora and Boots travel through five different locations to return the Magic Crown to Mariana and save Mermaid Kingdom.

The Beach

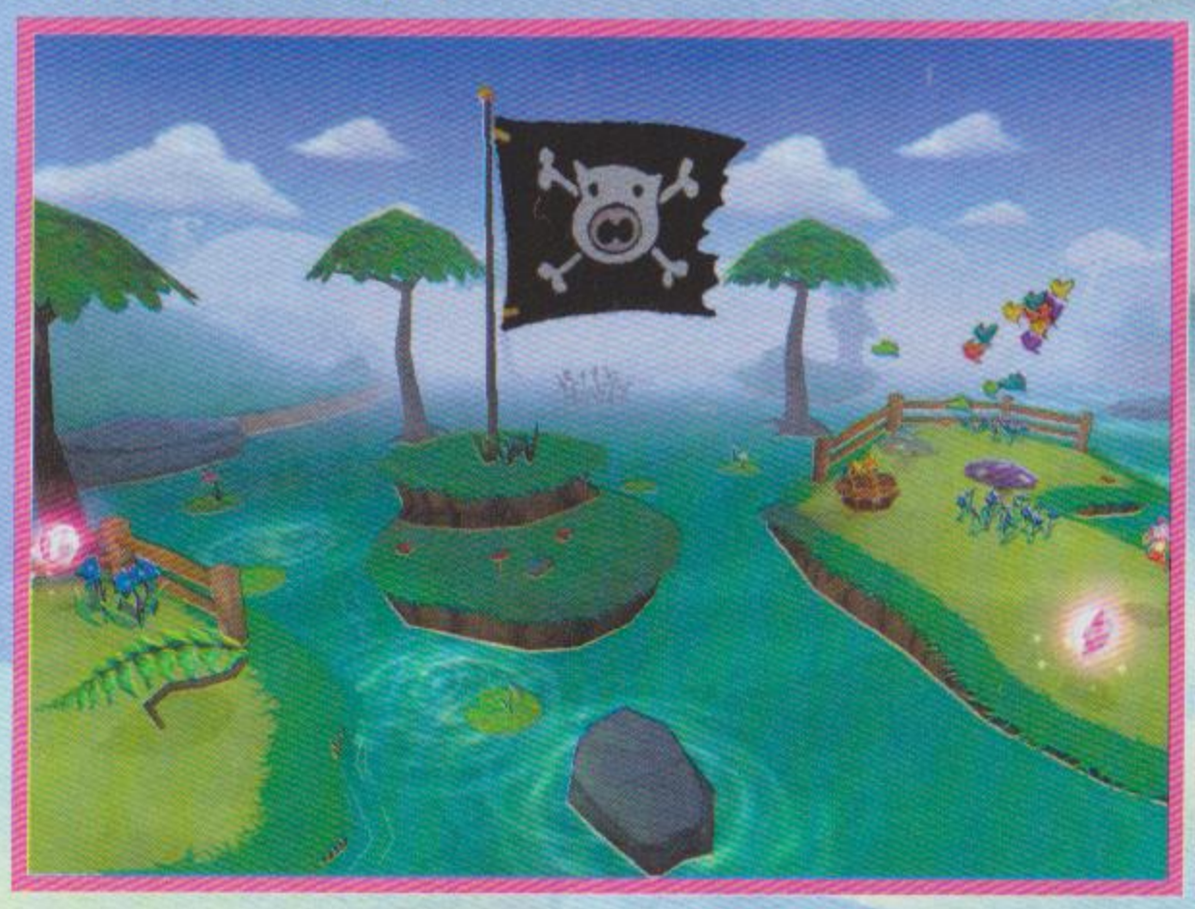


Explore the beach with Dora and Boots as they clean garbage, collect gems for the Magic Crown, and search for the Seashell Bridge!

Seashell Bridge and Jetty

Help Dora and Boots cross Seashell Bridge and reach the edge of the jetty. There they continue cleaning up the mean Octopus's garbage and get help from an unexpected friend!

Pirate Island



Dora, Boots, and you will need help from the Pirate Piggies to conga your way past the Coconut Trees on Pirate Island.

Silly Sea

To get through the Silly Sea, Dora and Boots need help from you to ride dolphins, pick up garbage, and count the Silly Sea Creatures who can lead the way to Mermaid Kingdom!

Mermaid Kingdom

Help Dora turn into Mermaid Dora to wish Mermaid Kingdom clean for Mariana and her mermaid friends! And then, you can say with Dora:

WE DID IT! ¡LO HICIMOS!

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For game strategies and hints in the United Kingdom, call: **0906 751 4151**

Calls are charged at 75p per min at all times, ask bill payer's permission, caller must be aged 16 years or over. Hint Line is available between 8am and 10pm, 7 days a week (excluding Bank Holidays).

TECHNICAL SUPPORT

If you are experiencing problems with the running of one of our titles, you may contact our Technical Support staff in one of several ways:

Before contacting Technical Support, please be prepared. In order to assist you as efficiently as possible, please describe the circumstances, including any error messages, of your problem as clearly as possible.

TECHNICAL SUPPORT CONTACT DETAILS

United Kingdom

Post	Take-Two Interactive Technical Support Unit A, Sovereign Park Brenda Road Hartlepool TS25 1NN
Telephone	(0870) 1242222 / calls charged at the national rate (7 days a week from 8am to 10pm (GMT) excluding bank holidays)
Fax	(01429) 233677
E-mail	take2@europesupport.com
Website	www.take2games.co.uk www.2kgames.co.uk

Nederland / België

Nederland	0900-2040404 (EUR 0,70ct p/m)
België	0902-88078 (EUR 0,74ct p/m)

AUSTRALIA AND NEW ZEALAND CUSTOMERS ONLY TECHNICAL SUPPORT

If you are experiencing problems with the running of one of our titles, you may contact our Technical Support staff in one of several ways:

Before contacting Technical Support, please be prepared. In order to assist you as efficiently as possible, please describe the circumstances, including any error messages, of your problem as clearly as possible.

Australia: 1902 262 606 calls charged at $2.48 +GST per minute
(higher from public phones and mobiles)

New Zealand: 0900 54263 call cost $1.99+GST per minute.

Check with whomever pays the bill before calling

Notes

Customer Services Numbers

• Australia — **1300 365 911**
Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Österreich — **0820 44 45 40**
0.116 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Belgique/België/Belgien — **011 516 406**
Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Danmark — **70 12 70 13**
Man-Fredag 15-21; Lør-Søndag 12-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• Suomi — **0600–411911**
17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• France — **0820 31 32 33**
Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Deutschland — **01805 766 977**
0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Ελλάδα — **00 32 106 782 000**
Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.

• Ireland — **0818 365065**
All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Israel — **09 971170**
Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Italia — **199 116 266**
Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

• Malta — **23 436300**
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Nederland — **0495 574 817**
Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• New Zealand — **09 415 2447**
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Norge — **81 55 09 70**
Mon-Fre 15-21; Lør-Søndag-12-15. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• Portugal — **707 23 23 10**
Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.

• España — **902 102 102**
Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• Sverige — **08 587 822 25**
Mån-Fre 15-21, Lør-Søndag-12-15. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• Suisse/Schweiz/Svizzera — **0848 84 00 85**
Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• UK (network Gaming Only) — **08702 42 22 99**
• UK (all other enquiries) — **08705 99 88 77**
National rate. Calls may be recorded for training purposes. Please call these Customer Service Numbers only for hardware support of PlayStation products.

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